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FROM THE EDITOR'S DESK

Talk about the best laid plans of mice and men... Wasn't it just last month I was saying how this month's newsletter would be larger than last months? Well, that was before I caught the mumps. Yes, you read that right, 34 years old and I finally got the mumps. In real terms, what that means is that I was laid up for a week and a half with a fever of about 102-103 for 8 straight days. Needless to say, the newsletter wasn't one of my major concerns during this period.

I got well just in time to find out I had missed a week and a half of school with final exams a week away. Oh well, I thought, I'll just print what I have and hope there is a big Z-Net this month. Of course, then I found out from Gary that Ron Kovacs decided not to print Z-Net this month. So, for the second month in a row, I have to end up apologizing for the size of the newsletter. (At least it's bigger than this month's ANTIC. What ANTIC? Ha, now you get it!)

I had intended to do a Turbo Basic rewrite of last month's checkbook program, but that will be delayed a month. In it's place, I am reprinting the entire Turbo Basic command list as a refresher course for next month. Plus, we might have one other surprise if I can get it to reproduce OK. Let's hope for better luck next month!

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CALENDAR OF EVENTS

NEXT MEETING:

JUNE 9th, 1990

THE ATARI SAFARI!

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NOISE FROM THE PRESIDENT

ATARI SAFARI

June Safari time will soon be upon us...don't miss the meeting. It has always been one of the premier meetings of the year. If you normally make only a few meetings a year...this should be one of them! For those of you who are unacquainted with the Safari; it is a meeting of ALL demonstrations, which take place in various parts of the auditorium, on a repetitious basis. If you would like to participate as a demonstrator, please contact your vice-presidents, 8 or 16-bit as the case may be.

SHAREWARE

At the last Executive Board meeting, Sam Cory suggested that the club forward donations to shareware authors whose works are in our PD libraries. After much discussion, it was decided that as the club libraries are not the users of the shareware, but that the purchasers are the users (both members and non-members) that it really should be the users who pay shareware fees/donations. If YOU use any shareware - please do so. This will ensure both updates and an ongoing supply of new releases...more importantly, it gives a little compensation to those who have expended a lot of effort from which shareware users have gained benefit.

ATARI EXPLORER

If you get START, the June 1990 editorial gives some additional insight into the mechanations which went into the firing of both the editor and the publisher of the ATARI EXPLORER...I suggest that you read the editorial. It appears that the START editor got one of the few copies of the Spring 1990 issue released, prior to ATARI stopping the distribution. I wonder if calling an accountant in the accounting department of ATARI a "penny-pinching sycophant" is just cause? The EXPLORER was the only U.S. published magazine (I

exclude magazine cum newsletters such as CURRENT NOTES) to still cover all ATARI machines. ATARI corporate wonders never cease! ATARI has always had a unique ability to turn just about everybody off...I guess that they are like Listerene...the corporation that you like to hate twice a day!

ST/lme bu Zubair

I've been growing tired of setting the system clock of my ST every time I boot the machine, and, as I was going to have TOS 1.4 installed, I purchased ST/lme, a lithium powered clock chip, to be installed at the same time. As luck (or Murphy's Law) would have it...the configuration of my ST (2 ROM chips under the power supply) did not allow for installation of ST/lme; I called Zubair and was told that I needed an "extender board" for \$11.00 (on top of the \$49.00 for the ST/lme). I sent a check, got the board, installed it, and was unable to re-install the power supply. I removed the ST/lme, called Zubair, and was told that I must have one of the latest ST configurations...thus I needed an "extender cable". I was told to return the board (cost me \$6.00 2nd day air) and got the cable last week. I haven't got up the courage yet to install it...when I do, I'll let you know how I made out...Zubair has told me know that it's possible that their clock setting software might not work with TOS 1.4...Murphy's Law again?

JACG BBS

Been up on the "board" lately? Been in the file area? Tired of seeing the same old files? Have heart, we are getting a hard drive with much greater capacity, this, coupled with efforts by the Sysops to remove duplicate and earlier versions of files, should make the file areas both more interesting and more valuable. Perhaps this congestion (or is it constipation?) in the file area is what causes what seems to me a low level of board usage...I see little use of the message base. C'mon there, give the board a call - participate in leading edge telecommunications!

TURBO BASIC COMMAND LIST
Compiled and Translated by
Dave and Laura Yearke

In case you've just landed from Mars, or just plain haven't heard yet, TURBO BASIC is the exciting new Public Domain Basic Interpreter that we recieved from the Atari Users Group in Holland. It works on the XL or XE series of Atari Computers. It's almost too good to be true and should be a definate must for all XE or XL Atari owners.

Turbo BASIC, in addition to offering 42 more commands and 22 more functions than Atari BASIC, gives the user 1603 more bytes of program space by "hiding" 12.5K of itself under the XL/XE's operating system. It also runs 3 times faster than Atari BASIC, includes most DOS commands, has advanced graphics and programming functions, and is insensitive to lower case or inverse characters for most commands.

TURBO BASIC COMMANDS:

Disk I/O

Name	Syntax	Description
------	--------	-------------

BLOAD	BLOAD "D:name"	Binary loads file name (DOS option L with /N).
BRUN	BRUN "D:name"	Binary load and run file name (DOS option L).
DELETE	DELETE "D:name"	Deletes the file name (DOS option D).
DIR	DIR	Disk directory (DOS option A).
	DIR "Dn:*.t"	Directory of drive n, note that wildcard extenders may be used.
LOCK	LOCK "D:name"	Locks the file name (DOS option F).
RENAME	RENAME "D:old,new"	Renames the file name (DOS option E).
UNLOCK	UNLOCK "D:name"	Unlocks the file name (DOS option G).

Graphics

CIRCLE	CIRCLE x,y,r	Plots a circle with center at x,y and radius r.
	CIRCLE x,y,r,r2	R2 is an optional "vertical radius" for true circles or ellipses.
CLS	CLS	Clears the screen.
	CLS #6	Clear screen opened in channel 6.
FCOLOR	FCOLOR n	Determines fill color.
FILLTO	FILLTO x,y	A fill command analagous to the BASIC commands "POSITION x,y: XIO 18,#6,0,0,"S:"
PAINT	PAINT x,y	Another type of fill command, this one is a recursive routine that will fill any closed object as long as x,y are inside it.
TEXT	TEXT x,y,a\$	bit-blocks text in a\$ at x,y.

Memory

DPOKE	DPOKE a,v	Pokes location a,a+1 with 2-byte integer v (0 <= v <= 65535).
MOVE	MOVE a,m1,m2	Block transfer; moves m2 (number of bytes) from starting position a to new starting position m1.
-MOVE	-MOVE a,m1,m2	Same as MOVE but copies starting with the last byte of the block.
BPUT	BPUT #n,adr,len	Block Put; same as FOR I=0 TO len-1:PUT #n,PEEK (adr+I):NEXT I
BGET	BGET #n,adr,len	Block Get; same as FOR I=0 TO len-1:GET #N,A: POKE adr+I):NEXT I

Structured Programming

REPEAT	REPEAT	Start a REPEAT-UNTIL loop.
UNTIL	UNTIL <c>	Terminate when condition <c> met.
WHILE	WHILE <c>	Start a WHILE-WEND loop to end when condition <c> met.
WEND	WEND	Terminate a WHILE-END loop.
ELSE	ELSE	Optional extension for IF. The IF condition must not be followed by a "THEN", but terminated by end-of-line or colon.
ENDIF	ENDIF	Ends an IF-ELSE-ENDIF condition.
DO	DO	Starts an "infinite" DO loop.
LOOP	LOOP	Cycle back to the start of a DO loop.
EXIT	EXIT	Exit a DO-LOOP loop.

General Programming

PAUSE	PAUSE n	Pause processing for n/50 seconds.
RENUM	RENUM n,i,j	Renummer the program starting at line n, first number is i, increment is j. This function will handle GOTOs, TRAPs, and all other line references except those which involve variables or computed values.
DEL	DEL n,i	Delete lines n-i.
DUMP	DUMP	Display all variables and values. For numeric arrays, the numbers are the DIMed values plus one. For strings, the first number is the current LENGTH of it and the second number is the DIMed size of it. DUMP also lists procedure names and labels with their line values.
	DUMP name	DUMP to device name.
TRACE	TRACE	Trace program during execution.
	TRACE -	Turns trace mode off (Default).
DSOUND	DSOUND n,f,d,v	Form of SOUND which activates channel-pairing for increased frequency range.
	DSOUND	Turns off all sounds.
GO TO	GO TO n	Alternate form of GOTO.
#L	#L	Turn line-indent on (Default).
	#L -	Turns line-indent off.
#F	#F	Special mode for FOR..NEXT loops, meaning still unclear but it affects reverse loops somehow.
	#F -	Turns off the special FOR..NEXT mode.
#B	#B	Command which somehow affects the BREAK key, but we haven't figured it out yet.
	#B -	Turns off the special BREAK key mode.
--	--	Special form of REM which puts 30 dashes in a program listing.

Line Labels

#	# name	Assigns the current line number to the label variable name. This is a convenient way to get around the problem of renumbering when using variables as line numbers. As far as I can tell, a label does not use one of the 128 allocated variable names, but is instead stored in a separate area which can hold up to 128 labels.
GO#	GO# name	Analogous to the GOTO command.
PROC	PROC name	Start definition of procedure.
ENDPROC	ENDPROC	End definition of procedure.
EXEC	EXEC name	Execute procedure name.

Modifications

CLOSE	CLOSE	Close channels 1-7.
DIM	DIM a(n)	Will automatically assign a value of zero to all elements of the numeric array being dimensioned, and null characters to all elements of a string (The LEN is still variable, however, and initially zero).
GET	GET name	Wait for a key press, assign the value to name. Same as "OPEN #7,4,0,"K":GET #7,name:CLOSE #7".
INPUT	INPUT "text";a,b...	Prints text as a prompt before asking for variable(s), same as Microsoft-BASIC.
LIST	LIST n,	List program from line n to end.
ON	ON a EXEC n1,n2,...	Variation of ON...GOSUB for procedures. N1, n2 and so on are names of procedures to be run.
	ON a GO# n1,n2,...	Similar to ON...GOTO except that line labels are used instead of line numbers.
POP	POP	This command now pops the runtime stack for all four types of loops.
PUT	PUT n	Same as "PRINT CHR\$(n)";
RESTORE	RESTORE #name	Restores the data line indicated by the label name.
RND	RND	Parentheses are no longer needed at the end of this command, but it will still work if they are there.
SOUND	SOUND	Turn off all sounds.
TRAP	TRAP #name	TRAPs to the line referenced by the label name.

TURBO BASIC FUNCTIONS:

Arithmetic/Logic

HEX\$	HEX\$(n)	Convert n to hex string.
DEC	DEC(a\$)	Convert hex string A\$ to decimal.
DIV	n DIV i	Integer quotient of n/i.
MOD	n MOD i	Integer remainder of n/i.
FRAC	FRAC(a)	Fractional part of a.
TRUNC	TRUNC(a)	Truncates fractional part of a.
RAND	RAND(n)	Generates random number 0-n.
\$	\$nnnn	Allows input of hexadecimal numbers, but they are converted to decimal. Ex: "FOR I=\$0600 to \$067F" => "FOR I=1536 to 1663".
&	n & i	8-bit boolean AND.
!	n ! i	8-bit boolean OR.
EXOR	n EXOR i	8-bit Exclusive-OR.

Memory

DPEEK	DPEEK(a)	Double-PEEK of a,a+1.
TIME	TIME	Time of day(numeric).
TIMES	TIMES	Time of day string, HHMMSS. Unfortunately, the time commands don't work properly because they were written for European Ataris which operate at 50 Hz, instead of 60 Hz like American ones, the net result being that they gain 12 minutes each hour.
INKEY\$	INKEY\$	Returns last character typed.
INSTR	INSTR(x\$,a\$)	Returns relative location of start of string A\$ within X\$ (returns 0 if not found). The match must be exact; strings with the same letters but differences in case or type (normal or inverse) will not be found.
	INSTR(x\$,a\$,i)	i specifies the starting point of the search.
UINSTR	UINSTR(x\$,a\$)	Same as INSTR, does not distinguish between case or inverse characters. Ex: UINSTR("HeLiO","hello") returns 1.
	UINSTR(x\$,a\$,i)	Specifies optional starting point.
ERR	ERR	Value of last error number.
ERL	ERL	Line last error occurred at.

Constants

These commands are very difficult to understand due to translation difficulties and a photocopy that was chopped-off. As soon as we figure them out we'll let you know.

Z0, Z1, Z2, Z3, ZPUT, ZGET

NOTES:

1. Variable, Procedure and Label names may contain the underscore (_) character.
2. To print a double-quote (") in a text string, use two of them together, instead of the Atari BASIC method of using CHR\$(34). Ex: "TEST";CHR\$(34);"TEXT" becomes "TEST"TEXT in Turbo-BASIC, both of which produce the output TESTTEXT.
3. Turbo-BASIC also prints out English descriptions of all errors, including several new ones for errors involving the new commands:

- Error - 22 ?NEST = Loops not properly nested.
- Error - 23 ?WHILE = WEND with no corresponding WHILE.
- Error - 24 ?REPEAT = UNTIL with no corresponding REPEAT.
- Error - 25 ?DO = LOOP with no corresponding DO.
- Error - 26 ?EXIT = EXIT is outside a loop.
- Error - 27 ?XPROC = Error executing PROC.
- Error - 28 ?EXEC = ENDPROC with no corresponding EXEC.
- Error - 29 ?PROC = Procedure does not exist.
- Error - 30 ?# = Label does not exist.

Also, Error 15 has been expanded to include an UNTIL which relates to a REPEAT which has been deleted.

4. The only commands which haven't been successfully translated are *F, *B, and the constants. Also, I intend to write a patch which will convert the time functions to 60ths of a second so they operate properly. Please notify us of any new discoveries or errors.

8 - BIT FEATURE

TURBO BASIC COMMANDS UPDATE

Since this original command list of TURBO BASIC has been printed, a couple of additional things were discovered that were unknown at the time.

The commands *F, and *F- turn on and off a special FOR-NEXT loop condition. There is a bug in the original ATARI BASIC that a loop that looks like this:

```
FOR X=2 TO 1:PRINT X:NEXT X
```

executes at least once even though it should not execute at all since there is no STEP -1 at the end of the FOR part. Normally, in TURBO BASIC, this loop would not execute at all, which is how it should be. However, by using *F, you can force TURBO BASIC to act like ATARI BASIC to ensure compatibility. Use *F- to go back to the normal TURBO BASIC mode.

Normally constants like the number 0, or 1, or 2, etc. are stored in memory and on disk as 6-byte floating point numbers. By using %0, %1, %2, etc. you will be using the one-byte equivalent. Using %PUT and %GET stores them on disk (or writes them to any device) as one-byte numbers as well.

GENERAL FEATURE

WHAT IS MIDI?

(Part 3 of 3)

by John King, JACG

WHAT COMPUTER DO MUSICIANS USE?

What computer do you think musicians would want to use for MIDI? An MS-DOS machine? Remember, we're talking about artists, not nerds! (Did I just insult the computer-hobbyist side of me? The one that is learning to program in C? Hmm...) A Macintosh? Maybe. However, for

example, while you and I may think that a 10 megabyte floppy disk drive for our ST is a great thing to have, did we run right out and spend all that money to actually buy one? No, most of us didn't! Remember, we're talking about musicians. You know, those guys who typically have little money. Do you really expect them to run out and buy a Mac? Once again Atari delivers more bang for the buck. And since most high-end sequencers are written for both the Mac and the ST, would anyone with any intelligence spend the money on a Mac? Sure: the salesman that I have met usually prefer to talk down Atari, but push Apple---They make more profit from, and have a better relationship with Apple. In fact, I know of two local music stores that have dropped Atari! I remember one music store salesman trying to give me every excuse he could think of as to why I should buy a Mac. As I looked at him I noticed these funny little things in his eyes. As best I can draw them, they looked like: \$\$\$.

Yet the ST is still a major MIDI force, creating fear in the heart of Apple. If my memory serves me correctly, a major Mac magazine I picked up around January 1989 mentioned that the ST was ahead of the Mac in the U.S.A. MIDI market. (Not to mention the fantastic European market!) I do still have another article, this one from page 81 of the January 1989 MACUSER magazine, which says (this being in a Mac magazine, mind you) that, "Macs have been and generally remain overpriced."

Recently there was, in my opinion, a major stroke of marketing genius by Atari. It occurred at the National Association of Music Merchants (NAMM) show, held in January. According to John Nagy in Z*Net Online magazine (Vol. 5, No. 3: 1/19/90), Atari bought all the space allotted for computer vendors. That's right, Apple and Commodore were excluded, to their dismay! (Remember, this is a musical equipment show, not a computer show. There has to be some room for guitars,

drums, synthesizers, etc.)

With the advent of the STacy laptop, who knows what will happen to market share! Musicians don't want to lug around a Mega ST, complete with monitor, etc. They would much rather have a compact laptop computer...at a reasonable price. (i.e. forget about an overpriced laptop Mac!)

WHAT ABOUT YOU?

I know, you are saying, "But I'm not a musician. I can't even play the kazoo!" You have my deepest sympathy. But you can still buy a relatively inexpensive MIDI-compatible amateur synthesizer at either a department store or a professional music store. If you cannot play it, you can have your computer play it for you. Although I know very little about this area of expertise, I do know that there are some music player programs which have been programmed by others to play songs on your synthesizer. Sort of a one-way sequencer, I suppose.

Even if you never have anything to do with MIDI, at least it's nice to be able to converse with others about the subject. Now you can talk to the musicians at your local user's group who bought ST's solely for music purposes, and not for spreadsheets or DTP. (You do belong to a User's Group, I hope. If not, you are missing out.)

FINAL SUMMARY

This is what we now know about MIDI:

- MIDI is simply a standard method of transferring data between musical instruments and/or computers, as Parallel (Centronics) and Serial (RS-232) also are.
- A MIDI cable can connect your computer and your synthesizer.
- A synthesizer is a device which creates sounds. Typically, synthesizers look like electric organs, but they also come in other flavors: guitar and drum synths, rack-mounted

synths, etc.

- MIDI cables can connect several synthesizers together. The synthesizer you are playing can "play" the rest of the synthesizers.

- A Sequencer was originally a big box which could be adjusted to play a series of notes on your synthesizer, but is now usually a term for software. It can record the data sent from your instrument, such as the fact that you just pressed the key for middle C. It can also send the data back to your instrument and play your instrument for you! It can play your instrument in a different key or at a different tempo, etc. A sequencer will have multiple "tracks" analogous to a multi-track tape recorder.

- Player programs will allow even a musically-inept person to hear music from his synthesizer.

- A Patch Editor is a program which will allow you to change the settings on your synthesizer by means of your computer, while the information is displayed on your computer's screen.

- A Patch Librarian is a program which will store patches. This will allow you to store more patches (on disk) than your synthesizer's memory alone would allow.

- Using MIDI, devices other than synthesizers may be controlled. You may program your computer to automatically change the volume of an instrument or instruments, or fade up the spotlight at a certain time.

- The Atari ST is popular with musicians for the very same reasons that it is popular with everyone else: It is a powerful machine that has a reasonable price.

GENERAL FEATURE

APRIL MEETING NOTES

by Joseph E. Hicswa, JACG

April's meeting had a good crowd who made the trip there in clear, springtime weather. Earlybirds arrived before 9 a.m. opening. One innovative JACG opportunist held a mini-flea market in the parking lot until we were

able to enter the building. That's what I admire about many JACG members--they find a way... With members like that, WE SHALL NOT DIE!.

President David Noyes drove up with his auto loaded like a Tiajuana mover. He brought the club's demo hardware, software, door prizes and April Newsletter. President Dave, V.P. Neil Van Oost and Donald Forbes made several trips to unload the car. President and Mrs. Noyes did a nice thing for us, especially for Secretary and for Membership Chairman Michael Hochman. The husband and wife teamed up for a togetherness happening --they enjoyed each other while stapleing the news letter. Thus during pre-meeting, Secretary Mike, with willing volunteers, simply placed labels on newsletter covers. We are an ATARI FAMILY.

There was the usual murmured hubbub during club-disk library sales and flea market period. Mingling among the regular family faces were those who visit occasionally. A few came for the first time. (One member hastily picked up a news letter then quickly left--perhaps later to show at home as proof of attendance.

Over at the ST Disk-Sales counter was Mrs. Susan Castle asking questions about ST programs for her husband's construction business in Warren and educational games for their children. Susan is new to our Atari Family and did not know which selections to begin with. After receiving suggestions from the ST Librarian and making her purchases, Mrs. Castle was anxious to show the programs to her family.

Flea market goods filled the tables and spilled onto the floor. Various members could be heard asking fleamarketeers about their hardware and software. There was some haggling and dickering. One member who could not pass up an outstanding bargain was heard to say as he peeled off the bills "My God! How do I explain this to my wife. I'm going to have to sneak this

into the house". Nope, it wasn't Dave Noyes or any of the other officers. I believe by now the wives have since learned to live with their husbands' Atari accumulations.

During the front lobby activity, there was a behind the scenes busyness. Mr. Michael Arendasky, ST V.P. John Dean and Treasurer Jack Rutt were on the auditorium stage setting up the demo equipment. They seemed to be having a fun thing getting it all together. It worked. They did a good job. As members filtered into the seats they were greeted and amused by fantastic ST graphics on the large video screen. It was a demo --a scrolling, bouncy logo that can be adapted to any personal ST program. (It is WOW! --Ask V.P. John Dean about that one).

QUESTIONS AND ANSWERS

Q. Are there public domain ST program for businesses?

A. Yes! Check with ST Librarian and V.P. John Dean.

Q. Has there been an upgrade for Turbo Basic XL?

A. Yes! But supplier name, address or telephone number was not available in audience. Perhaps a reader has and will share it with Editor David Arlington.

V. P. John Dean told us about Eric Jacovies MAGIC BOX. Mr. Jacovies devised and assembled a MAGIC SWITCH BOX for our demos. Hereafter when oscillating between 8 and 16 bit demos we will not have to disconnect and reconnect cables, drives, etc. A switch is flipped to "8-BIT" or "16-BIT" on the ERIC BOX. Thank You Eric Jacovies!

President Noyes opened the meeting with an explanation of ATARI's position and action regarding editorial comments in ATARI Explorer. Atari stopped distribution of the magazine, transferred editing and printing from N.J. to California and is removing the notorious editorials from the printed

mag. The dispute arose when ATARI discontinued an earlier publication THE ATARIAN. Read Noise from the President in APRIL newsletter.

Atari Safari is our June meeting. Show us your equipment and software. (Electric outlets and audience will be provided by the club). Contact either Vice President or Pres. Noyes to be assured a spot along the Safari. Editor David Arlington was noticeably missed to tell us about the impressive April edition. Librarian Sam Cory is moving from Towaco. Treasurer "Hi Jack" Rutt told us about our healthy financial soundness. It had a good ring. Secretary and Membership Chairman Michael Hochman reported he enrolled that morning 8 renewals, a new member and one temporary membership. All were given a "Welcomed Hand" by the membership. Mr. Hochman will have the Club Newsletter Exchange library available at our next meeting. They are excellent sources of information without the cost of commercial magazines. Issues may be borrowed for a one month period. Some issues are still out in the membership. Mike needs and wants them back!

The executive committee has authorized the purchase of a 20 meg drive to accomodate our burdened bulletin board.

Hereafter, fleamarketeers must get a name label from Membership Chairman Michael Hochman. He will assure that sellers are club members or advertisers. There is no charge for the label.

DEMOS

Mr. Michael Arendasky displayed and described his BLACK BOX controller that is hooked-up to modem, printer and HD drive. He demonstrated the ease and speed of searching, locating and loading files. A member in the audience remarked, "That's faster than my I.B.M. in the office". Mike also told us about a Sampler Program printed in a July issue of ANTIC. With about

\$10 worth of parts he built a music adapter to input music or programs from radio, cassette, TV, stereo, video, etc and save them on a disk. Mr. Arendasky entertained us with some recordings he had copied at home. It is amazing what can be done with ATARI equipment and innovations.

8-BIT Vice President Neil Van Oost showed us the 8-bit Disk of the Month: JACG #206D - PIC FADER. It is a slideshow demo with color pictures on both sides of the disk. This shareware program contains a documentation that explains how to add pictures to the disk, extract one, edit it, stretch it, shrink it, mirror it, split, scroll it up, down, left, right or diagonally. All this for \$3 plus donation to author whose name and address is on title screen. If you have an 8-bit. GET A COPY OF THIS ONE! It is great.

Mr. Jeff Stevens adroitly described CARRIER COMMAND, a 16-bit tactical, futuristic war game in which two carriers vie for resource laden islands upon which to build factories that produce materials needed for acquisition of additional islands. You command one of the carriers. It is challenging to mind and dexterity. Should you conquer all levels you might expect an invitation from the Navy to join them.

Mike Hochman showed us CAD-3D written by Tom Hudson. Within a short time, Mike drew a wire structure, revolved it, scrolled it, expanded and shrunk it. He manipulated his drawing like a pro simply by pressing a few keys. Even Mike seemed amazed what he could do with the program in such a short time. If you feel creative, like to design things, then view them from all angles, in various sizes, then see Mr. Hochman during one of our meetings.

DOOR PRIZES

If you didn't attend the April meeting you lost an opportunity to win a door prize. There were 5 for the ST, 4 for 8-bit and 4 packages of magazines. See

you at the JUNE Safari.

8 - BIT FEATURE

BASICLY BASIC

by Neil Van Oost Jr., JACG

I spent some of my time over the past couple of weeks searching through some of my old disks for programs to put on my hard drive. Among them I found some early 80's gems that I would like to share with you.

The first oldie to catch my attention was an old Antic program from 1983, by Benjamin Bartels, called Iso-Sketch. When I came across this program again I was captivated by its magic all over again and was not able to turn away from it for the next two evenings. Iso-Sketch is an isometric sketch pad that uses the joystick to draw boxes and lines in isometric view. Since the program did not provide for a way to save these master pieces, I added a save and retrieve subroutine for the mode 10 screens.

The second oldie I came across was also a graphic program. It appeared in the July '83 issue of Creative Computing. I'm afraid that I no longer have the original article to refer to and cannot credit the author as his name does not appear within the program. The program is called 'Title Card Generator' and allows for the creation of a title for another program or just a neat way to say 'I Love You' to that special person in your computer life. The program allows full color control of background and letters, a text window at the bottom of the screen if you so desire, size scaling of the letters and special effects such as, rainbow, flash or random color generation. There is some very neat programming within this program, when you are finished and hit 'S' to save your programmed title to disk or tape, it writes the program while you watch.

The third program I have no documentation at all on other than the

name, 'POINTSET', and the author Douglas Winsand - 1982. Pointset is a recursive point set utility. Since I never was very heavy into math during my school years, I cannot tell you how the program does what it does. What I can tell you is that through manipulation of the mathematical formula within the program you can cause it to make some interesting pictures. Save and recall screen features are easy to figure out by listing the program, as are its other options.

These three rediscovered programs were and now are again my favorite playthings and as soon as I can I will get them together on a disk of the month for all you fellow 'Picture Junkies' out there.

GENERAL FEATURE

TRENTON COMPUTER SHOW REPORT

by Neil Van Oost Jr., JACG

Things are bad this month, here it is the 24th of the month already and I haven't the faintest idea of what to write about for this month. Well, first I guess I could tell you about the Trenton Computer Show. It was not held at Trenton State this year, but at Mercer Community College. For those of you who didn't attend Saturday (21 Apr.), this is how it went.

We turned into the gates at about 6:30am and parked at the end of a very long line which moved ten feet or so every five minutes. Someone up front had decided to get out of his car and walk up front to see 'What was holding things up'. Of course this brought whatever forward movement there was to a grinding halt. Human nature being what it is, someone approaching the rear of the line decided not to wait, but passed everyone up on the wrong side of the roadway. About fifty more 'ME-FIRSTERS' immediately followed. Now all traffic was stopped all ways.

Eventually things got sorted out

and we found our selling spots. I was selling electronic parts and such, or should I say since the rain kept me from unloading all day, I was just enjoying the water squishing in my shoes. Every cloud has its silver lining and soon I had a couple of buyers sticking their heads into the back of the truck. One mentioned that someone a few aisles over was selling 1020 plotters for \$5.00. In a flash I was off following him through the rain. And sure enough an oldtime Atari vendor, who used to sell at the flea market at our meetings, was getting rid of the last of his Atari stock.

There were some really good buys, XEP80 for \$20.00, 1020 plotters for \$5.00, joysticks for \$2.00 and many excellent ST software packages at give-a-way prices. From talking to people who passed my tables, I found that there were many Atari goodies hidden among the aisles of sellers. At one stand was a dealer selling three 810 disk drives for \$20. I don't know if he got any takers, as I heard the price started much higher. At another stand an 800XL with 1050 disk drive went for \$40.00. At another an 800 and 810 were being offered for \$100.00 and these I'm sure found their way returning home with the vendor.

Sunday turned out to be much better weather wise, with one vendor taking off his shirt to catch the 'RAYS'. I never made it into the indoor part of the show, but heard many complaints of over crowding, stepped on toes and short tempers. All and all everyone appeared to be carrying or dragging some treasure home, be it a PDP 11/23, 286 clone to a Timex (\$7.00 guaranteed not to work).

16 - BIT FEATURE

ST DISK LIBRARY

by John H. Dean, ST V.P.

New disks are always being added to the JACG ST Disk Library. Let me tell you about them. If you want any of

them, they are available through our mail Order Librarian. They cost \$5.00 each, including postage, if you are a member. Non-members can purchase them at \$6.00 each, including postage. Send your order to:

Bill Garmany Jr.
13 Wellington Road
Livingston, NJ 07039

Of course, you can get any of them for only \$4.00 at the meeting, if you are a member of JACG.

JANUARY TO MARCH 1990 DISKS

JACG_LIB.161 is a PD door to Desk Top Publishing. MANUAL.PRG, Version 2.25, uses Atari GDOS and GDOS fonts. Standard typewriter pages (8-1/2 x 11 inches) are printed sideways, with a left and right hand page on each sheet. The program takes the original text, and automatically arranges the print-out so that the sheets can be bound into a 5-1/2 x 8-1/2 inch Manual. Both screen and printer fonts are called up from the ASSIGN.SYS file so WYSIWYG - what you see is what you get. Also on the disk is ASSASSIN.PRG to help you edit and set-up ASSIGN files. Needs monochrome monitor.

JACG_LIB.162 with "BERMUDA RACE" was the D.O.M. for January. This a sailing boat simulation/game in full color. You sail your 80' sailing racer from Newport to Bermuda against time. Full help instruction screens are available. Fantastic!

JACG_LIB.163 is MOTERM ELITE, formerly a commercial release, it has now been made available to the ST community as shareware, with VT52 emulation. It also contains a program to shorten graphic files to speed up transmission. Include is a paint program, ST Artist, written in Basic. Needs 1 Meg of memory.

JACG_LIB.164 contains 12 different fonts for Calamus, including CURCOND, MS_CHICA, MS_CORNE, MS_CURSI, MS_GACON, MS_GALLE, MS_GAUDY, MS_GILLI, MS_LEGEN,

MS_OLDEN, SAVINGS, and STUDY_IT.

JACG_LIB.165 has another 7 Calamus fonts CASUAL, CELTIC, CHANCEB, CHANCER1, FLASH, SPOKANE, and WESTERN.

JACG_LIB.166 has 16 more fonts for Calamus, BABYTEETH, BOOKMAN, BULLET25, CALIGRFY, CHANCER1, CHANCERY, CHICAGO, DINGBATS, GREEN, HARLOE, MODERNBD, PALATINO, REVUE, SCHOOLBK, SOUVMED, and SOUVMEDI.

JACG_LIB.167 has 20 GDOS fonts, BLKS28CG, BLKS28SP, BOIS22CG, BOIS22SP, CALLI4CG, CALLI4SP, CALL29CG, CALL29SP, CMLT18CG, CMLT18SP, CMLT36CG, CMLT36SP, COMP13CG, COMP13SP, HEBHR16, HEBHR32, HEBPRT16, HEBPRT32, HEBSCR16, and HEBSCR32.

JACG_LIB.168 has an additional 17 GDOS fonts - CANDY in 6 different sizes, and STEELNIB in 11 sizes, and GDOSAMP.PRГ to print a sample of each GDOS point/font.

JACG_LIB.169 is a UTILITY disk with ESTIMATE.PRГ an excellent house, deck, patio, whatever Construction Estimator. It also includes several update commands for DBman 4.0, some Publishing Partner and GDOS fonts, and an undocumented Basic named ATTIC.

JACG_LIB.170 The latest (April, 1990) and perhaps the last edition of STWriter ELITE includes the Spanish, German and English versions. Global Search & Replace is about 60 times faster, and lots of other improvements have been made. Since ST Writer calls the File Selector, the Little Green Selector v. 1.6b has been include in an AUTO file for your convenience.

APRIL, 1990 NEW DISKS

JACG_LIB.171, .172, .173, .174, & .175 have been donated to the ST library by Mark Santora. Thank you, Mark!

JACG_LIB.171 includes a Demo NOBORDER. Runs on color, not on mono. It has special effects in over 45

colors at the same time. Your own message can be included in a script file. Neat! SKATES is a fully playable game created with the STOS language. Avoid getting hit as you skate back and forth. Three UTILITIES are included as accessories. STARSTRK.ACC saves your monitor screen by displaying a skyrocket if your console is left unattended for a length of time. The streaking points of light remind you that the power is still on. WRDCOUNT.ACC will call up the file selector, select an ASCII file, and it will count the words in it. XUTI.ACC uses up 27 K, but has a lot of utilities available from the Desk Top, such as Format, Copy, Repair, Printer Configuration and Keyboard Configuration.

JACG_LIB.172 is a 'demo' game disk. The UNTOUCHABLES was taken from ST Format, a British ST Magazine. You have to shoot at anything that moves - but be warned, you've got a time limit in which to kill the mob before your energy runs out.

JACG_LIB.173 Another game disk with XENON II, a straight forward shoot'em up. TOWER OF BABLE (sic) is tough to figure out, but there are help functions on the program.

JACG_LIB.174, INTERPHASE is from the same team as XENON II. It is a mixture of logic and arcade action, and played using the mouse. BLOOD MONEY is on the same disk, and is a game where you blow things up and catch the money.

JACG_LIB.175 This disk has 5 games from Current Notes disk #419. BLASTER is a fast defender-like game. INVADERS is a very hard variation of an arcade classic. ST-TETRIS.14 is a tumbling block game with various levels of difficulty. DARTS is an electronic dart board. The aiming system is similar to those found in LEADER BOARD. 10TH FRAME, etc. CPOKER is a simulation of the popular casino poker machines that play DRAW POKER / DOUBLE DOWN. Full instructions of play are included.

JACG_LIB.176, .177, & .178 come to us from down-loads acquired by Mark Rotton & Dave Noyes. Thank you!

JACG_LIB.176 is an Utility Disk. 4PAK.PRG compresses TOS & PRG files, reducing the disk space required and the 'load' time, but the programs still run properly. It is very fast. The ACYPRY folder contains programs that rewrite the extensions on .ACC & AUTO .PRG files to .ACY & .PRY to let you boot with maximum memory available, and to .ACC & .PRG when you want to use them again. ASCIIIV Contains version 3.25, an update to the version on JACG_LIB.147. This version is *MUCH* faster, both in reading and displaying text files. It also has on-screen help files. BLINK is a small desk accessory that allows you to install one of 8 predefined custom color pallettes without needing Atari's Control Panel. It also controls your ST's text cursor and mouse pointer in all resolutions. The DUCK_31 folder contains DUCK.PRG and WAIT.DAT to put inside your AUTO folder on a floppy diskette. When you apply power to your Hard Drive and ST at the same time, the Duckling program will boot as your hard drive comes up to speed. After a few seconds, your computer will reset, and your hard drive will come on line. You must have an 'autoboot' installed on your hard drive. HDLOCK and QLOCK are two different ways of write protecting disk drives/partitions. HD_LOCK.ACC is a small (6K) DA that write protects hard disk partitions thus helping to keep out viruses. Programmed in Germany, it works with all types of hard disks and controllers. QUIKLOCK.ACC version 1.2 and QUIKLCKA.PRG version 1.2 work together to protect ALL drives - hard drive partitions, floppies and even ram disks. An initial configuration is read from a file LOCK.LCK. The SCAN folder has 'SCANNER FILE EDITOR' (SFED), which is designed to make it easy to study the contents and layout of any type of file and to make byte-by-byte changes if you want. Also on this disk is an improved VKILLER (version 3.01). An earlier version is on disk JACG_LIB.148.

JACG_LIB.177, another UTILITY disk has lots of goodies. A2LSWTCH allows switching between ARC.TTP and LHARC.TTP. CHEETAH2 is a high speed copying utility for hard drives, floppies and Ram Disks. The DCOPY34 folder has version 3.4 of DCOPY which is compatible with ARC 6.02 with the ability to include subdirectories within the ARC file. DCSHOW11 is a replacement for the GEM desktop 'SHOW' routine. When loaded (in AUTO for instance) DC SHOWIT views regular ASCII files and NEO and uncompressed DEGAS pictures. SPLITTER is for splitting files over 250K into smaller segments for single user BBSes. STEDT42 is version 4.2 of a VAX/VMS EDT style editor, with EMACS type extensions. It is PD, but no longer restricted to registered developers. TCOS is an information storage system, with data logically arranged in a series of 'cards' which contain either text or graphics. VERSDIRC will print a directory dump to the screen, printer or disk file, choosing whether innner directories will be scanned.

JACG_LIB.178 includes DESKMANAGER 3.2 which updates DESKM25 on disk .149. There is now a Desk Manager Preset File Editor which allows you to create and edit an ASCII file, using dialogue boxes, which will give you a set up you want with only one keystroke. EDISK has a lot of interesting features - it has fast data transfer, 'real' boot sector, size from 10 to 3900 KB, and a RAM disk volume label to show version and boot time. FAMILYTRE, version 2.04, will help you organize, store and print information on your family tree, up to 600 parents, grandparents etc. on a 520ST, over 2,000 on a 1040ST. ICONDESK comes to us from Germany, with adaption to English by Phil Vaughan. There is a READ ME file, in English, and with a little guessing, you will be able to assign unique icons to as many file or file types as you want!

JACGLIBD.169 This is a double sided Demo disk of Word Flair. It has all of it's remarkable features except

Save & Print. Word Flair uses the GDOS environment to use different type faces and sizes, and to import .GEM files. Try it out, you'll like it! John King was good enough to donate this disk to the ST Library.

ST D.O.M. for MAY, 1990

JACG_LIB.180 is the Disk Of the Month for May, and as usual will be on sale at the May 12 meeting for only \$3.00 (members only).

This disk contains SUPERBOOT Version 6.0, an update to Version 5.5 on JACG_LIB.143, and a folder SB_OTHER with some very useful utilities. Super Boot is an "all-in one" type program that does just about everything you could ever want to do each time you boot your computer. You can choose which Accessories to load in, which AUTO programs to run, choose from a number of DESKTOP.INF files, ASSIGN.SYS files for GDOS, and even display a welcome screen.

Super Boot works on all Atari ST models, from any boot drive, and on both color and monochrome monitors. This update can now boot GEM programs with the use of STARTGEM, HEADSTART, or the new TOS 1.4 (Rainbow TOS). It now supports Degas Elite and Degas Elite Compressed pictures and four channel Degas color cycling. It also can now be used with Revolver.

These are only a few of the enhancements that Gordon Moore has made to this very useful Shareware ST desktop utility. If you have earlier versions, you owe it to yourself to get this update. If you haven't used it before, now is the time to add it to your collection of tools that makes using your ST even easier.

Remember, if you are a member, you can get it at the May meeting for only \$3.00. How can you go wrong?

MEMBERSHIP



CHECK YOUR
STICKER &

**RENEW
TODAY**

```

100 GRAPHICS 7:COLOR 3
110 ? "CIRCLE 40,40,20"
130 CIRCLE 40,40,20
135 EXEC WAIT
140 ? "FCOLOR 2:FILLTO 40,40"
160 FCOLOR 2:FILLTO 40,40
165 EXEC WAIT
170 ? "CIRCLE 120,40,20,18"
190 CIRCLE 120,40,20,18
195 EXEC WAIT
200 ? "PAINT 120,40"
220 PAINT 120,40
225 EXEC WAIT
230 ? "TEXT,20,10,""HOW 'BOUT THAT?""
250 TEXT 20,10,"HOW 'BOUT THAT?"
260 END
270 PROC WAIT
275 ?
280 ? "PRESS RETURN TO CONTINUE.";
290 REPEAT :GET KEY:UNTIL KEY=155
300 CLS
310 ENDPROC
    
```




"There are so many things you can do it's really freed up my time to be more creative."
 —Karin Fidyrych, Proprietor, Charles Dickens Restaurant

Karin Fidyrych worked in other people's restaurants to put herself through college. Three years ago, she realized a dream by purchasing The Charles Dickens in Aptos, near Santa Cruz on the California coast.

Last year, a friend introduced Karin to his new ATARI Home Computer which she used to keep track of constantly changing supplies and prices. It cut the time required for this task in half, and she began to think up new applications. Now Karin uses the computer to generate financial reports, update a mailing list, and analyze where her customers live to help plan advertising. "If I had known about ATARI Computers earlier, I would have used them then." Practically the only thing still done by hand at The Charles Dickens is the cooking.

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FULL STROKE DESIGN		THE EXPANSION CONNECTION (EXTERNAL PROCESSOR BUS FOR ADDITION OF FUTURE PERIPHERALS)
66 KEYS, INCLUDING HELP KEY, 4 SPECIAL FUNCTION KEYS AND 4 PROGRAMMABLE KEYS WITH 12 PREPROGRAMMED FUNCTIONS		TV OUTPUT
INTERNATIONAL CHARACTER SET		MONITOR OUTPUT
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